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1 The X window system
Robert W. Scheifler, Jim Gettys
April 1986 **ACM Transactions on Graphics (TOG)**, Volume 5 Issue 2

Full text available: 📄 pdf(2.76 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

An overview of the X Window System is presented, focusing on the system substrate and the low-level facilities provided to build applications and to manage the desktop. The system provides high-performance, high-level, device-independent graphics. A hierarchy of resizable, overlapping windows allows a wide variety of application and user interfaces to be built easily. Network-transparent access to the display provides an important degree of functional separation, without significantly affec ...

2 A structural view of the Cedar programming environment
Daniel C. Swinehart, Polle T. Zellweger, Richard J. Beach, Robert B. Hagmann
August 1986 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 8 Issue 4

Full text available: 📄 pdf(6.32 MB)   Additional Information: full citation, abstract, references, citings, index terms

This paper presents an overview of the Cedar programming environment, focusing on its overall structure—that is, the major components of Cedar and the way they are organized. Cedar supports the development of programs written in a single programming language, also called Cedar. Its primary purpose is to increase the productivity of programmers whose activities include experimental programming and the development of prototype software systems for a high-performance personal computer. T ...

3 DEVise: integrated querying and visual exploration of large datasets
M. Livny, R. Ramakrishnan, K. Beyer, G. Chen, D. Donjerkovic, S. Lawande, J. Myllymaki, K. Wenger
June 1997 **ACM SIGMOD Record , Proceedings of the 1997 ACM SIGMOD international conference on Management of data**, Volume 26 Issue 2

Full text available: 📄 pdf(1.61 MB)   Additional Information: full citation, abstract, references, citings, index terms

DEVise is a data exploration system that allows users to easily develop, browse, and share visual presentation of large tabular datasets (possibly containing or referencing multimedia objects) from several sources. The DEVise framework is being implemented in a tool that

has been already successfully applied to a variety of real applications by a number of user groups. Our emphasis is on developing an intuitive yet powerful set of querying and visualization primitives that can be ...

4 Content-based retrieval: Knowing a tree from the forest: art image retrieval using a society of profiles

Kai Yu, Wei-Ying Ma, Volker Tresp, Zhao Xu, Xiaofei He, HongJiang Zhang, Hans-Peter Kriegel
November 2003 **Proceedings of the eleventh ACM international conference on Multimedia**

Full text available: pdf(913.29 KB)   Additional Information: full citation, abstract, references, index terms

This paper aims to address the problem of art image retrieval (AIR), which aims to help users find their favorite painting images. AIR is of great interests to us because of its application potentials and interesting research challenges---the retrieval is not only based on painting contents or styles, but also heavily based on user *preference profiles*. This paper describes the collaborative ensemble learning, a novel statistical learning approach to this task. It at first applies probabil ...

Keywords: art image retrieval, collaborative ensemble learning

5 The reuse of uses in Smalltalk programming

Mary Beth Rosson, John M. Carroll
September 1996 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 3 Issue 3

Full text available: pdf(1.02 MB)   Additional Information: full citation, abstract, references, citings, index terms

Software reuse, a long-standing and refractory issue in software technology, has been specifically emphasized as an advantage of the object-oriented programming paradigm. We report an empirical study of expert Smalltalk programmers reusing user interface classes in small graphical applications. Our primary goal was to develop a qualitative characterization of expert reuse strategies that could be used to identify requirements for teaching and supporting reuse programming. A secondary intere ...

Keywords: Smalltalk, debugging into existence, example-based learning, reuse of uses, usage context

6 Semantic clustering and querying on heterogeneous features for visual data

Gholamhosein Sheikholeslami, Wendy Chang, Aidong Zhang
September 1998 **Proceedings of the sixth ACM international conference on Multimedia**

Full text available: pdf(1.37 MB)   Additional Information: full citation, references, citings, index terms

7 Descriptions of prototypes: Virgilio: a VR-based system for database visualization

Antonio Massari, Lorenzo Saladini
May 1996 **Proceedings of the workshop on Advanced visual interfaces**

Full text available: pdf(4.19 MB)   Additional Information: full citation, abstract, references

In this paper we introduce Virgilio, a system which generates VR-based visualizations of complex data objects representing the result of a query. Virgilio takes as input the dataset resulting from a query on a generic database and creates a corresponding visual representation composed of a collection of VRML (VR Modeling Language) scenes. The system uses a repository of real world objects (e.g., rooms, tables, portrait cases) which includes their visual aspect, the types of data they can support ...

8 Joint session with UIST: Mutual disambiguation of 3D multimodal interaction in augmented and virtual reality

Ed Kaiser, Alex Olwal, David McGee, Hrvoje Benko, Andrea Corradini, Xiaoguang Li, Phil Cohen, Steven Feiner

November 2003 **Proceedings of the 5th international conference on Multimodal interfaces**

Full text available: 🔁 pdf(369.73 KB)   Additional Information: full citation, abstract, references, index terms

We describe an approach to 3D multimodal interaction in immersive augmented and virtual reality environments that accounts for the uncertain nature of the information sources. The resulting multimodal system fuses symbolic and statistical information from a set of 3D gesture, spoken language, and referential agents. The referential agents employ visible or invisible volumes that can be attached to 3D trackers in the environment, and which use a time-stamped history of the objects that intersect ...

Keywords: augmented/virtual reality, evaluation, multimodal interaction

9 Image Retrieval from the World Wide Web: Issues, Techniques, and Systems

M. L. Kherfi, D. Ziou, A. Bernardi

March 2004 **ACM Computing Surveys (CSUR)**, Volume 36 Issue 1

Full text available: 🔁 pdf(294.13 KB)   Additional Information: full citation, abstract, references, index terms

With the explosive growth of the World Wide Web, the public is gaining access to massive amounts of information. However, locating needed and relevant information remains a difficult task, whether the information is textual or visual. Text search engines have existed for some years now and have achieved a certain degree of success. However, despite the large number of images available on the Web, image search engines are still rare. In this article, we show that in order to allow people to profi ...

Keywords: Image-retrieval, World Wide Web, crawling, feature extraction and selection, indexing, relevance feedback, search, similarity

10 Efficient content-based indexing of large image databases

Essam A. El-Kwae, Mansur R. Kabuka

April 2000 **ACM Transactions on Information Systems (TOIS)**, Volume 18 Issue 2

Full text available: 🔁 pdf(850.35 KB)   Additional Information: full citation, abstract, references, citings, index terms, review

Large image databases have emerged in various applications in recent years. A prime requisite of these databases is the means by which their contents can be indexed and retrieved. A multilevel signature file called the Two Signature Multi-level Signature File (2SMLSF) is introduced as an efficient access structure for large image databases. The 2SMLSF encodes image information into binary signatures and creates a tree structures can be efficiently searched ...

Keywords: content analysis and indexing, document managing, image databases, index generation, multimedia databases

11 The Mesa programming environment

Richard E. Sweet

June 1983 **Proceedings of the ACM SIGPLAN 85 symposium on Language issues in programming environments**, Volume 18 , 20 Issue 6 , 7

Full text available: pdf(1.48 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

People everywhere are developing multi-window, integrated programming environments for their favorite computers and languages. This paper describes the Mesa programming facilities of the Xerox Development Environment (XDE). It is interesting for several reasons. It has existed in something similar to its current form for about 5 years. It has more than 500 users, many interacting with it 8 or more hours a day. Several million lines of code have been written by these users, including large, ...

12 <u>Session IV - hypertext systems: Intermedia: issues, strategies, and tactics in the design of a hypermedia document system</u>

L. Nancy Garrett, Karen E. Smith, Norman Meyrowitz
December 1986 **Proceedings of the 1986 ACM conference on Computer-supported cooperative work**
Full text available: pdf(1.20 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>

A hypermedia system provides a tool for cooperative work by allowing writers and designers to share a network of linked documents where they can create documents, link their own and others' documents together, and leave notes for one another. This paper discusses issues that designers need to address in the development of hypermedia systems. Major issues involve what kind of linking, contexts, and visual modeling the system provides. The composite of the answers to these issues determines the na ...

13 <u>Active database systems</u>

Norman W. Paton, Oscar Díaz
March 1999 **ACM Computing Surveys (CSUR)**, Volume 31 Issue 1

Full text available: pdf(2.68 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>, <u>review</u>

Active database systems support mechanisms that enable them to respond automatically to events that are taking place either inside or outside the database system itself. Considerable effort has been directed towards improving understanding of such systems in recent years, and many different proposals have been made and applications suggested. This high level of activity has not yielded a single agreed-upon standard approach to the integration of active functionality with conventional databa ...

Keywords: active databases, events, object-oriented databases, relational databases

14 <u>Data collections and MM: DVR-Pompei: a 3D information system for the house of the Vettii in openGL environment</u>

Maurizio Forte, Eva Pietroni, Claudio Rufa, Angela Bizzarro, Alessandro Tilia, Stefano Tilia
November 2001 **Proceedings of the 2001 conference on Virtual reality, archeology, and cultural heritage**
Full text available: pdf(11.24 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

DVR *(Desktop Virtual Reality)* Pompei project is aimed to the creation of a virtual reality desktop system able to connect and to visualize data and spatial models in the same environment, interface and three-dimensional context of interaction. The archaeological case study of the House of Vettii has been chosen because of the features of the monument, of the related data, of the urgent needs of restoration, preservation and documentation and of the activity "in situ" of the Istituto Centr ...

Keywords: 3D information systems, archaeometry, desktop virtual reality, house of the vettii, pompei, restoration, spatial data

15 <u>Camera-based input and video techniques: A design tool for camera-based interaction</u>
Jerry Fails, Dan Olsen
April 2003 **Proceedings of the conference on Human factors in computing systems**

Full text available: <u>pdf(494.07 KB)</u>   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

Cameras provide an appealing new input medium for interaction. The creation of camera-based interfaces is outside the skill-set of most programmers and completely beyond the skills of most interface designers. Image Processing with Crayons is a tool for creating new camera-based interfaces using a simple painting metaphor. A transparent layers model is used to present the designer with all of the necessary information. Traditional machine learning algorithms have been modified to accommodate the ...

Keywords: classification, image processing, interaction, machine learning, perceptive user interfaces

16 <u>Creating creativity: user interfaces for supporting innovation</u>
Ben Shneiderman
March 2000 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 7 Issue 1

Full text available: <u>pdf(934.75 KB)</u>   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>, <u>review</u>

A challenge for human-computer interaction researchers and user interf ace designers is to construct information technologies that support creativity. This ambitious goal can be attained by building on an adequate understanding of creative processes. This article offers a four-phase framework for creativity that might assist designers in providing effective tools for users: (1)Collect: learn from provious works stored in libraries, the Web, etc.; (2) Relate ...

Keywords: creativity support tools, direct manipulation, graphical user interfaces, human-computer interaction, information visualization

17 <u>Visualizing information spaces: Intelligent visualization and dynamic manipulation: two complementary instruments to support data exploration with GIS</u>
Gennady L. Andrienko, Natalia V. Andrienko
May 1998 **Proceedings of the working conference on Advanced visual interfaces**

Full text available: <u>pdf(1.68 MB)</u>   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>

To analyze spatially referenced data, i.e. data referring to geographical objects or locations, one should present them on a map. IRIS is a software system that supports exploration of such data by providing two main services: 1) automated generation of maps and 2) interactive facilities to dynamically manipulate the maps. Automated mapping is enabled by incorporation of generic knowledge on map design. This prevents errors in map design resulting in useless or even misleading presentations. It ...

Keywords: data exploration, dynamic manipulation, geographical information systems, visual interaction, visualization

18 <u>Programmable applications: interpreter meets interface</u>
Michael Eisenberg
April 1995 **ACM SIGCHI Bulletin**, Volume 27 Issue 2

Full text available: <u>pdf(4.42 MB)</u>   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>citings</u>, <u>index terms</u>

Current fashion in "user-friendly" software design tends to place an over-reliance on direct manipulation interfaces. To be truly expressive (and thus truly user-friendly), applications need both learnable interfaces and domain-enriched languages that are accessible to the user. This paper discusses some of the design issues that arise in the creation of such *programmable applications.* As an example, we present "SchemePaint," a graphics application that combines a MacPaint-like interface ...

19 A framework for expressing and combining preferences

Rakesh Agrawal, Edward L. Wimmers

May 2000 **ACM SIGMOD Record , Proceedings of the 2000 ACM SIGMOD international conference on Management of data**, Volume 29 Issue 2

Full text available: pdf(778.31 KB)   Additional Information: full citation, abstract, references, citings, index terms

The advent of the World Wide Web has created an explosion in the available on-line information. As the range of potential choices expand, the time and effort required to sort through them also expands. We propose a formal framework for expressing and combining user preferences to address this problem. Preferences can be used to focus search queries and to order the search results. A preference is expressed by the user for an entity which is described by a set of named fields; each field can t ...

20 A prototype Spatial Data Management System

Christopher F. Herot, Richard Carling, Mark Friedell, David Kramlich

July 1980 **ACM SIGGRAPH Computer Graphics , Proceedings of the 7th annual conference on Computer graphics and interactive techniques**, Volume 14 Issue 3

Full text available: pdf(3.42 MB)   Additional Information: full citation, abstract, references, citings, index terms

Spatial Data Management is a technique for organizing and retrieving information by positioning it in a spatial framework. Data is accessed in a Spatial Data Management System (SDMS) via pictorial representations which are arranged in space and viewed through a computer graphics system. These pictures can be created by an interactive graphical editor, allowing an SDMS to serve as a personal repository of diagrams, text, and photographs. Pictograms can also be generated from data in a symbol ...

Keywords: Computer graphics, Database query languages, Graphics languages, Man-machine interaction

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[Abstract]   [PDF Full-Text (896 KB)]   IEEE CNF

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Xiangyang Li; Dongming Lu; Yunhe Pan;
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Information, Communications and Signal Processing, 2003 and the Fourth Pac
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10 Color image retrieval based on hidden Markov models

Hsin-Chih Lin; Ling-Ling Wang; Shi-Nine Yang;
Image Processing, 1995. Proceedings., International Conference on , Volume:
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